

Gunnery

For the Light Infantry Company

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The basic mission of the rifle squad is to seek out, close with, and destroy the enemy by fire and maneuver, or to repel the enemy assault by fire and close combat. Today's Army needs a comprehensive model for light infantry gunnery that focuses on that mission.

For a gunnery program to be successful, all soldiers must know and understand their assigned weapons and be able to use them effectively both day and night. I offer here a model whose goal is to teach infantrymen proficiency with their assigned weapons within the confines of training requirements and certification standards.

This model includes basic marksmanship and the fundamentals of employment for every weapon and weapon system carried by the light infantry company (with the exception of company 60mm mortars). These weapons include the M16A2 rifle, M60 medium machinegun, M249 light machinegun, M47 Dragon, M203 grenade launcher, M9 pistol, AT4 antitank weapon, M67 fragmentation hand grenade, and M9 bayonet. The training is progressive and sequential from the individual to the platoon collective level.

The centerpiece of this gunnery model is a live-fire exercise (LFX) that enables the commander to train his company under combat conditions. LFXs integrate individual and collective marksmanship into unit tactics and standing operating procedures (SOPs) while contributing significantly to combat readiness. Training soldiers to fire accurately is the single most important aspect of an LFX. It is therefore critical that commanders have a way of providing feedback to the soldiers at the

completion of the exercise. Training Circular (TC) 7-9, *Infantry Live-Fire Training*, dated 30 September 1993, is an excellent source of information on developing LFX ranges and feedback techniques.

Units must conduct force-on-force training with MILES and blank rounds before each LFX. This training forces soldiers to react and perform as they would in combat and improves movement techniques, command and control, and safety. A well-run LFX enables soldiers to build confidence in themselves, their weapons, their buddies, and their leaders.

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He determines the training proficiency of his company based on an assessment of the unit's mission essential task list (METL), as well as input from his platoon leaders. His objectives are:

- To prepare a well defined, highly structured gunnery program.
- To standardize all range and live-fire scenarios.
- To validate the junior leaders' ability to plan, prepare, and conduct challenging, realistic, combat-oriented live-fire ranges.
- To develop several off-the-shelf live-fire training packages that support final preparation for combat operations. These off-the-shelf scenarios are inter-

changeable, giving the commander a template to superimpose over training windows. This flexibility enables him to train different METL tasks within the framework of the gunnery program.

Once the commander has assessed his METL, he determines which task the company will train and then selects the platoon collective tasks that support it. He incorporates the appropriate platoon collective tasks (derived from ARTEP 7-8 MTP) into the live-fire scenario that time, resources, and common sense allow.

The first sergeant is the company master gunner and primary advisor to the commander on all aspects of the company gunnery program. He assigns an NCO (squad leader) as assistant master gunner for each weapon. He makes sure the assistant master gunners are both qualified and certified to run a particular range or teach a block of instruction. Each assistant master gunner is the company subject-matter expert for the training techniques and procedures of the designated weapon. Each is responsible for building or selecting the appropriate range, conducting primary and advanced marksmanship training, and supervising the actual operation of the range.

For movement and maneuver ranges, the platoon sergeants are the master gunners, and the platoon leaders are the quality assurance officers for their respective platoons.

As the master trainer, the commander must validate his squad leader before executing gunnery. This leader training consists of the following:

- A briefback on each task or sub-task and standards.

GUNNERY TABLES FOR THE LIGHT INFANTRY COMPANY

TABLE I	Weapons familiarization instruction/primary marksmanship training. Zero the M16A2 rifle. Hand grenade practice course (IAW Expert Infantryman Badge standards). Bayonet assault course.
TABLE II	M16A2 qualification for record. Day and night NBC familiarization. AN/PAQ-4A with AN/PVS-7 night familiarization. Hand grenade assault course.
TABLE III	Primary marksmanship instruction on assigned weapons.
TABLE IV	Qualification for record with assigned weapons.
TABLE V	Advanced marksmanship training. Individual Quickfire lane. Day and night, with night observation devices. Buddy team movement lane.
TABLE VI	Fire team movement lane. Mission: Movement to contact.
TABLE VII	Squad maneuver lane. Mission: Movement to contact.
TABLE VIII	Weapons squad antitank section qualification. Mission: Attack, ambush, defend.
TABLE IX	Scouts—platoon break contact lane.
TABLE X	Scout platoon sniper qualification lane.
TABLE XI	Squad urban combat. Clear a building.
TABLE XII	Platoon live fire exercise. Mission: Movement to contact.

- A detailed range brief, including terrain model rehearsals for the maneuver ranges.

- All the events to be executed in preparation for the training.

The validation process ensures that soldiers receive proper and correct training according to established standards. The company commander is also responsible for briefing his battalion commander on the conduct of the ranges. This briefing should include a concept, a maneuver sketch, range fans, risk assessment, and the associated logistical details.

This gunnery model may require that commanders build their own ranges. Stationary, pre-existing ranges do not always give them the flexibility to tailor training to the specific missions and supporting tasks he designates. The purpose of this light infantry gunnery

model is to effectively tie basic marksmanship and qualification to combat maneuver on the battlefield. Light infantry gunnery tables provide a logical, progressive, team-building training program that satisfies the requirement for infantry units to maintain combat proficiency and readiness.

The instruction in Table I is the foundation of the gunnery program. All soldiers in the company qualify with the M16A2s, regardless of their assigned weapons, and all negotiate the hand grenade course and the bayonet assault course. This table focuses on the principles of marksmanship, operational characteristics of the M16A2, effective ranges (stationary and moving), proper maintenance, immediate-action drills, and the "spirit of the bayonet" to teach aggressiveness in combat.

The standards for qualification in

Table II are in Department of the Army Pamphlet 350-38, *Standards in Weapons Training*. All soldiers in the company qualify with the M16A2. Tables I and II are conducted twice a year in accordance with Standards in Training Commission (STRAC) standards.

The weapons in Table III include AT4, M47 Dragon, M9 pistol, M249 machinegun, M60 machinegun, and M203 grenade launcher. Soldiers learn the fundamentals of employment, operational characteristics, effective ranges (against both stationary and moving targets), maintenance, and immediate-action drills.

Qualification in Table IV is based on STRAC standards with modifications when necessary. It includes transition fires, NBC day and night familiarization, and night vision devices (NODs)—AN/PVS-7, AN/PAQ-4A, AN/PVS-4.

The quickfire lane in Table V teaches soldiers proper techniques for engaging targets accurately while moving. Soldiers acquire and engage pop-up targets as part of a timed event, both day and night, with NODs, and under NBC conditions. The buddy-team movement lane includes rushes, high-crawl, and low-crawl. Teams engage targets while learning to move under fire. The objective is to refine individual skills and teach soldiers how to move in combat while maintaining effective fires on an enemy. Soldiers perform this task day and night, with NODs, under NBC conditions, and negotiate this lane with bayonets fixed.

Table VI is a 200-meter lane consisting of an observation post (OP) and a bunker. The following tasks are evaluated according to ARTEP 7-8 MTP standards: Prepare for combat, move tactically, react to contact, conduct assault, consolidate and reorganize, and break contact.

Table VI evaluates fire-team proficiency. The objective is to produce a qualified and combat-ready infantry fire team. The table is performed day and night, with NODs, bayonets fixed, and under NBC conditions.

Table VII is a lane of 200 to 500 meters consisting of an OP and a bunker

to evaluate the following collective tasks according to ARTEP 7-8 MTP standards: *Prepare for combat, move tactically, react to contact, conduct attack, overwatch and support by fire, consolidate and reorganize, repel counterattack, and break contact.*

This lane evaluates squad live-fire proficiency. The objective is to produce qualified and combat-ready infantry squads. It is performed day and night, with NODs, bayonets fixed, and under NBC conditions.

Commanders choose supporting collective tasks for the primary lane mission. Suitable missions are: Perform reconnaissance, raid, ambush, and retrograde (ARTEP 7-8 MTP).

The length of the lane for Table VIII depends on the mission. Soldiers execute machinegun drills and fire the machinegun in the indirect fire mode. The collective tasks that support the above missions are: *Prepare for combat, move tactically, overwatch/support by fire, knock out bunker (AT4, Dragon), consolidate and reorganize.*

This lane evaluates weapons squad live-fire proficiency, with the squad augmented by a rifle fire team. The table is performed day and night, with NODs, bayonets fixed, and under NBC conditions. The focus of the scout platoon break-contact lane in Table IX is platoon proficiency. The objective is to develop a qualified and combat-ready

scout platoon. Scouts conduct an egress (by teams) live-fire lane engaging stationary and moving targets. Calls for fire are integrated into maneuver. It is performed day and night, with NODs, and under NBC conditions.

The focus of the lane in Table XI is individual marksmanship in an urban environment, conducted in a tire house with at least three rooms. The objective is to develop the squad leader's ability

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to control and distribute fires in a close combat area. Soldiers acquire, shoot, and kill the target within a specified time. Soldiers practice clearing techniques, SOPs, and visual signals. The table is performed day and night, with NODs, bayonets fixed, and under NBC conditions.

In Table XII, suitable primary lane missions are: Perform reconnaissance, raid, ambush, and retrograde (ARTEP 7-8 MTP). Commanders choose collective tasks to support the primary lane mission. The length of this lane is usually 200 to 500 meters, depending on the mission, and consists of an OP and a bunker, trench, or similar objective.

The following collective tasks are

evaluated according to ARTEP 7-8 MTP standards: Prepare for combat, move tactically, react to contact, breach obstacle, knock out bunker, clear a trenchline, conduct attack, overwatch and support by fire, consolidate and reorganize, employ fire support, and defend.

The focus of Table XII is platoon combat proficiency, and the objective is to evaluate the skills of small-unit leaders. Conducted on a range suitable for a platoon maneuver live fire, it incorporates M60, Dragon, and AT4. It is performed day and night, with NODs, bayonets fixed, and under NBC conditions. It should be conducted three times a year.

Before the live fire in Tables VI, VII, VIII, IX, XI and XII, the assistant master gunner must ensure that each team or squad conducts a walk-through and a blank fire, both day and night. Soldiers must not participate in live fire until they have achieved the standards during blank fire, but once they have mastered the skills that live-fire training demands, they will be ready for the no-holds-barred test of combat.

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